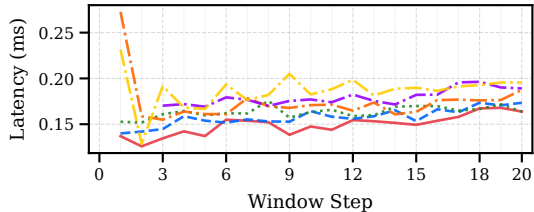


Average Hit Latency



$\eta = 0.01$

$\eta = 0.1$

$\eta = 0.4$

$\eta = 0.05$

$\eta = 0.2$

$\eta = 0.6$